

<b>Test Case</b>	1
<b>Created By</b>	Group7

<b>Test Case Description</b>	Login to the Game
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	Backend server should be running.
2	

<b>#</b>	<b>Test Data</b>
1	username: f1
2	password: 123
3	

<b>Test Scenario</b>	Verify to be able to login with valid username and password
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Open the application	Application should open	As Expected	Pass
2	Enter username and password	Credential can be entered	As Expected	Pass
3	Click Login	User should be logged in and arrive to the Main Menu	As Expected	Pass

<b>Test Case</b>	2
<b>Created By</b>	Group7

<b>Test Case Description</b>	Register to the Game
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	Backend server should be running.
2	

<b>#</b>	<b>Test Data</b>
1	username: f8
2	password: 123
3	

<b>Test Scenario</b>	Verify to be able to register with valid username and password
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Open the application	Application should open	As Expected	Pass
2	Click Register	Register screen should be seen	As Expected	Pass
3	Enter username and password	Credential can be entered	As Expected	Pass
4	Click Register	User should be redirected to Login screen	As Expected	Pass

<b>Test Case</b>	3
<b>Created By</b>	Group7

<b>Test Case Description</b>	Fail to Login to The Game with Invalid Credentials
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	Backend server should be running.
2	

#	Test Data
1	username: furkan33
2	password: 234234
3	

<b>Test Scenario</b>	Verify to not be able to login with invalid username and password
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Open the application	Application should open	As Expected	Pass
2	Enter username and password	Credential can be entered	As Expected	Pass
3	Click Login	User should be rejected and error message should be seen on Login Page	As Expected	Pass

<b>Test Case</b>	4
<b>Created By</b>	Group7

<b>Test Case Description</b>	Fail to Login to The Game due to Backend Connection
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	
2	

#	Test Data
1	username: furkan33
2	password: 234234

<b>Test Scenario</b>	Verify to not be able to login without backend connection
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Open the application	Application should open	As Expected	Pass
2	Enter username and password	Credential can be entered	As Expected	Pass
3	Click Login	Network connection error should be seen on Login Page	As Expected	Pass

<b>Test Case</b>	5
<b>Created By</b>	Group7

<b>Test Case Description</b>	Fail to Register to the Game with Invalid Credentials
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	Backend server should be running.
2	

#	Test Data
1	username: f1
2	password: 123
3	

<b>Test Scenario</b>	Verify not to be able to register with invalid username and password
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Open the application	Application should open	As Expected	Pass
2	Click Register	Register screen should be seen	As Expected	Pass
3	Enter username and password	Credential can be entered	As Expected	Pass
4	Click Register	Invalid user name error should be seen on register screen	As Expected	Pass

<b>Test Case</b>	6
<b>Created By</b>	Group7

<b>Test Case Description</b>	Fail to Register to the Game due to Backend Connection
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	
2	

#	Test Data
1	username: f1
2	password: 123

<b>Test Scenario</b>	Verify not to be able to register without running backend server
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Open the application	Application should open	As Expected	Pass
2	Click Register	Register screen should be seen	As Expected	Pass
3	Enter username and password	Credential can be entered	As Expected	Pass
4	Click Register	Network connection error should be seen on register screen	As Expected	Pass

<b>Test Case</b>	7
<b>Created By</b>	Group7

<b>Test Case Description</b>	Accessing Game Screen
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	User should be logged in.
2	User should be in MainMenu

#	Test Data
1	username: f1
2	password: 123
3	

<b>Test Scenario</b>	Try to access to the Game screen by clicking Play from main menu
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Click on Play	User should be see that game starts	As Expected	Pass

<b>Test Case</b>	8
<b>Created By</b>	Group7

<b>Test Case Description</b>	Accessing LeaderBoard
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	Backend server should be running.
2	User should be logged in
3	User should be in MainMenu

#	Test Data
1	username: f1
2	password: 123
3	
4	

<b>Test Scenario</b>	Try to access to the LeaderBoard screen by clicking leaderboard from main menu
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Click on Leaderboard	User should be see the leaderboard page	As Expected	Pass



<b>Test Case</b>	9
<b>Created By</b>	Group7

<b>Test Case Description</b>	Logging out
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	User should be logged in.
2	User should be in MainMenu

<b>#</b>	<b>Test Data</b>
1	username: f1
2	password: 123
3	

<b>Test Scenario</b>	Try to log out from current player by clicking Log out from main menu
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Click on Play	User should be logged out successfully and Login Page should be seen.	As Expected	Pass

<b>Test Case</b>	10
<b>Created By</b>	Group7

<b>Test Case Description</b>	Changing Page Limit inside the Leaderboard
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	User should be logged in.
2	User should be in Leaderboard

#	Test Data
1	username: f1
2	password: 123
3	

<b>Test Scenario</b>	Try to change number of the records shown on the Leaderboard
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Click and select different Page Limit from Page Limit Dropdown Menu	Records should be updated with corresponding page limit.	As Expected	Pass

<b>Test Case</b>	11
<b>Created By</b>	Group7

<b>Test Case Description</b>	Changing Time Range inside the Leaderboard
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	User should be logged in.
2	User should be in Leaderboard

#	Test Data
1	username: f1
2	password: 123
3	

<b>Test Scenario</b>	Try to change the records shown on the Leaderboard with specified time range
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Click and select different Time Range from Time Range Dropdown Menu	Records should be updated with corresponding time range such as last week, last month or all.	As Expected	Pass

<b>Test Case</b>	12
<b>Created By</b>	Group7

<b>Test Case Description</b>	Going Back to Main Menu
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	User should be logged in.
2	User should be in Leaderboard

#	Test Data
1	username: f1
2	password: 123
3	

<b>Test Scenario</b>	Try to go back to the Main Menu from the Leaderboard
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Click Back Button	Main Menu should be seen.	As Expected	Pass

<b>Test Case</b>	13
<b>Created By</b>	Group7

<b>Test Case Description</b>	Fail to retrieve Leaderboard due to Backend Connection
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	User should be logged in.
2	User should be in Main Menu

#	Test Data
1	username: f1
2	password: 123
3	

<b>Test Scenario</b>	Verify not to be able to retrieve leaderboard without running backend server
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Click Leaderboard button	Leaderboard should be empty.	As Expected	Pass

<b>Test Case</b>	14
<b>Created By</b>	Group7

<b>Test Case Description</b>	EndOfGameScreen - Player Dead
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	Player should be dead while playing the game

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	When player died and EndOfGameScreen opened text should be "Oops!"
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<b>Step</b>	<b>Step Details</b>	<b>Expected Results</b>	<b>Actual Results</b>	<b>Pass / Fail</b>
1	Automatic redirect	End Game screen should contain "Oops!" text	As Expected	Pass

<b>Test Case</b>	15
<b>Created By</b>	Group7

<b>Test Case Description</b>	EndOfGameScreen - Players Win
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	6/2/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	Boss should be dead on last level and players' health should be more than 0.

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	When players succeed at last level EndOfGameScreen text should be "Congratulation" and scores of them should be shown.
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Automatic redirect	End Game screen should contain "Congratulation" text, total score and individual scores on both players	As Expected	Pass

<b>Test Case</b>	16
<b>Created By</b>	Group7

<b>Test Case Description</b>	EndOfGameScreen - (Try/Play) Again Button
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	EndOfTheGame Screen should be loaded

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	When player clicks the (Try/Play) Again button game should be start from level 1
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<b>Step</b>	<b>Step Details</b>	<b>Expected Results</b>	<b>Actual Results</b>	<b>Pass / Fail</b>
1	Click the (Try/Play) Again Button	Opening of new game	As Expected	Pass



<b>Test Case</b>	17
<b>Created By</b>	Group7

<b>Test Case Description</b>	EndOfGameScreen - Go to Menu Button
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	EndOfTheGame Screen should be loaded

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	When player clicks the Go to Menu button MainMenuScreen should be loaded.
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<b>Step</b>	<b>Step Details</b>	<b>Expected Results</b>	<b>Actual Results</b>	<b>Pass / Fail</b>
1	Click the Go to Menu Button	User should be see MainMenuScreen	As Expected	Pass

<b>Test Case</b>	18
<b>Created By</b>	Group7

<b>Test Case Description</b>	EndOfGameScreen - Go to Leaderboard
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	EndOfTheGame Screen should be loaded

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	When player clicks the Go to Leaderboard button LeaderBoardScreen should be loaded.
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<b>Step</b>	<b>Step Details</b>	<b>Expected Results</b>	<b>Actual Results</b>	<b>Pass / Fail</b>
1	Click the Go to Leaderboard	User should be see LeaderBoardScreen	As Expected	Pass

<b>Test Case</b>	19
<b>Created By</b>	Group7

<b>Test Case Description</b>	Using cheat combination at MainMenuScreen
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	MainMenuScreen should be loaded
2	

#	Test Data
1	
2	

<b>Test Scenario</b>	Using cheat combination outside the GameScreen should not cause any error.
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Pressing CTRL + SHIFT + 9 at the same time	Nothing should be happened.	As Expected	Pass

<b>Test Case</b>	20
<b>Created By</b>	Group7

<b>Test Case Description</b>	Using cheat combination at EndOfGameScreen
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	EndOfGameScreen should be loaded
2	

#	Test Data
1	
2	

<b>Test Scenario</b>	Using cheat combination outside the GameScreen should not cause any error.
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Pressing CTRL + SHIFT + 9 at the same time	Nothing should be happened.	As Expected	Pass

<b>Test Case</b>	21
<b>Created By</b>	Group7

<b>Test Case Description</b>	Using cheat combination at Level 1
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	GameScreen should be loaded
2	Player should be alive at Level 1

#	Test Data
1	
2	

<b>Test Scenario</b>	Using cheat combination at Level 1 should make user to pass that level instantly
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Pressing CTRL + SHIFT + 9 at the same time	Level 2 should be loaded	As Expected	Pass

\*Being alive means having more than 1 Health

<b>Test Case</b>	22
<b>Created By</b>	Group7

<b>Test Case Description</b>	Using cheat combination at Level 2
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	GameScreen should be loaded
2	Player should be alive at Level 2

#	Test Data
1	
2	

<b>Test Scenario</b>	Using cheat combination at Level 2 should make user to pass that level instantly
----------------------	--

Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Pressing CTRL + SHIFT + 9 at the same time	Level 3 should be loaded	As Expected	Pass

\*Being alive means having more than 1 Health

<b>Test Case</b>	23
<b>Created By</b>	Group7

<b>Test Case Description</b>	Using cheat combination at Level 3
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	GameScreen should be loaded
2	Player should be alive at Level 3

#	Test Data
1	
2	

<b>Test Scenario</b>	Using cheat combination at Level 3 should make user to pass that level instantly
----------------------	--

Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Pressing CTRL + SHIFT + 9 at the same time	Level 4 should be loaded	As Expected	Pass

\*Being alive means having more than 1 Health

<b>Test Case</b>	24
<b>Created By</b>	Group7

<b>Test Case Description</b>	Using cheat combination at Level 4
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	GameScreen should be loaded
2	Player should be alive at Level 4

#	Test Data
1	
2	

<b>Test Scenario</b>	Using cheat combination at Level 4 should make user to pass that level instantly and starts waiting for second player.
----------------------	--

Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Pressing CTRL + SHIFT + 9 at the same time	Player should start for the second player with a text saying "Waiting for multiplayer"	As Expected	Pass

\*Being alive means having more than 1 Health



<b>Test Case</b>	25
<b>Created By</b>	Group7

<b>Test Case Description</b>	Move Spaceship
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	GameScreen should be loaded

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	Try to move spaceship using mouse
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Move mouse on GameScreen	Spaceship on the screen should move where mouse is.	As Expected	Pass

<b>Test Case</b>	26
<b>Created By</b>	Group7

<b>Test Case Description</b>	Move Spaceship using Keyboard
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	GameScreen should be loaded

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	Try to move spaceship using keyboard
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<b>Step</b>	<b>Step Details</b>	<b>Expected Results</b>	<b>Actual Results</b>	<b>Pass / Fail</b>
1	Press Keyboard on GameScreen	Nothing should happen.	As Expected	Pass

<b>Test Case</b>	27
<b>Created By</b>	Group7

<b>Test Case Description</b>	Player Dies
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	GameScreen should be loaded

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	Try to get hit by alien bullets five times
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Hit Alien bullet by moving spaceship using mouse	Game should stop and EndofGameScreen should be seen.	As Expected	Pass

<b>Test Case</b>	28
<b>Created By</b>	Group7

<b>Test Case Description</b>	Getting Hit by Alien Bullet
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	GameScreen should be loaded

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	Try to get hit by alien bullet using mouse
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Hit Alien bullet by moving spaceship using mouse	Health of the player should decrease and it's value should be updated on the GameScreen	As Expected	Pass

<b>Test Case</b>	29
<b>Created By</b>	Group7

<b>Test Case Description</b>	Kill Alien
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	4/27/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	GameScreen should be loaded

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	Try to hit the alien with bullets until it is dead
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Hit Alien by bullets fired by spaceship using mouse	Score of the player should increase on screen and alien should be removed from the GameScreen	As Expected	Pass

<b>Test Case</b>	30
<b>Created By</b>	Group7

<b>Test Case Description</b>	Finish all four levels
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	6/2/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	GameScreen should be loaded

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	Try to finish all four levels on the game
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Kill every alien on level 1	Level 2 should be loaded.	As Expected	Pass
2	Kill every alien on level 2	Level 3 should be loaded.	As Expected	Pass
3	Kill every alien on level 3	Level 4 should be loaded.	As Expected	Pass
4	Kill every alien on level 4	WaitingMultiPlayer Screen should be loaded.	As Expected	Pass

<b>Test Case</b>	31
<b>Created By</b>	Group7

<b>Test Case Description</b>	Pass level 1 without dying
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	6/2/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	GameScreen should be loaded

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	Try to finish level 1 without dying
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Kill every alien on level 1	Level 2 should be loaded and Level should be increased on screen.	As Expected	Pass

<b>Test Case</b>	32
<b>Created By</b>	Group7

<b>Test Case Description</b>	EndOfGameScreen - Second Player Dead
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	6/2/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	Other player should be dead while playing the game

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	When second player died and EndOfGameScreen opened, text should be "Oops!"
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Automatic redirect	End Game screen should contain "Oops!" text	As Expected	Pass



<b>Test Case</b>	33
<b>Created By</b>	Group7

<b>Test Case Description</b>	All Players are Connected for Final Level
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	6/2/2020	<b>Test Case(Pass/Fail)</b>	Pass
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#	Prerequisites
1	Both players should finish first 4 levels
2	Both players should be waiting for final level

#	Test Data
1	
2	

<b>Test Scenario</b>	If both players are connected for the final level, A message will appear containing second players username and final level will start.
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Automatic redirect	Message should be shown with second player's username and final level should start.	As Expected	Pass

<b>Test Case</b>	34
<b>Created By</b>	Group7

<b>Test Case Description</b>	Movement of Second Player
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	6/2/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	Final level should be started.

<b>#</b>	<b>Test Data</b>
1	

<b>Test Scenario</b>	Movement of the second player should be updated on the first player's game when second player moves.
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Use mouse to move second player on it's window	Spaceship of the second player should move on the first player's game.	As Expected	Pass

<b>Test Case</b>	35
<b>Created By</b>	Group7

<b>Test Case Description</b>	Using cheat combination at Level 5
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<b>Tester's Name</b>	Group7	<b>Test Date</b>	6/2/2020	<b>Test Case(Pass/Fail)</b>	Pass
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<b>#</b>	<b>Prerequisites</b>
1	Final Level should be loaded
2	Players should be alive at Level 5

<b>#</b>	<b>Test Data</b>
1	
2	

<b>Test Scenario</b>	Using cheat combination at Level 5 should make users to pass that level instantly and show the EndGameScreen.
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Step	Step Details	Expected Results	Actual Results	Pass / Fail
1	Pressing CTRL + SHIFT + 9 at the same time	End Game screen should contain "Congratulation" text, total score and individual scores on both players	As Expected	Pass

\*Being alive means having more than 1 Health